

SERVICE BROKER FOR PROCESSING DATA FROM A DATA NETWORK

ABSTRACT

A method and system for communication between server-less computing devices or clients in computers communicating over networks, such as the World Wide Web (WWW) using stateless protocols, e.g., HTTP. In this scheme there are two classes of clients which can operate independently or can be combined in computer communicating over the network: a) Clients that issue commands and request status or data, and b) clients which function as service brokers for provide services and processing commands, updating status and providing specific data. Based on the description of the latter client device it would resemble a server device but without accessible TCP/IP ports. Each service providing device is authenticated, retains a unique identity and establishes a soft state with the globally accessible server or servers. All devices and clients can compile and process a globally common command language established between all communicating network clients. The central server includes a CGI processing program and a database to retain client specific information. The server database represents a collection of queues, each having a client unique identifiable status, pending commands and/or data components. In this scheme commands and signaling transmitted between the servers and clients utilize standard HTTP protocol semantics and HTML or standard markup language syntax. Clients encapsulate or embed information as parameters passed to HTTP CGI as a set of standard HTTP conversations. A CGI processing program converts, parses or processes each conversation and passes arguments with or without data to queues. Each conversation is includes

